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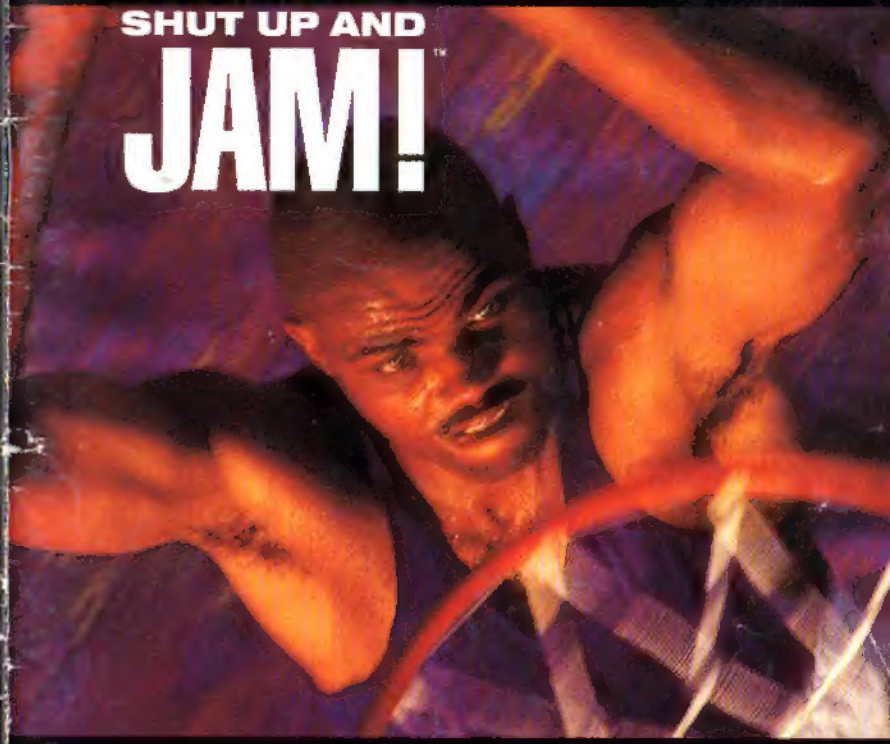
BARKLEY SHUT UP AND JAM!™



INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM®

SPORT ACCOLADE™

ACCOLADE
GAMES WITH PERSONALITY

5300 Stevens Creek Blvd., San Jose, CA 95129
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Printed in Japan

Thank you for purchasing this *Charles Barkley: Shut Up and Jam!* Super NES® Game Pak.

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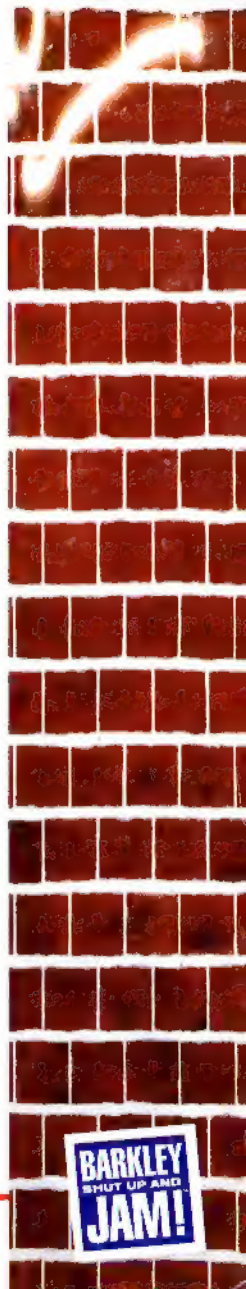

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INTRODUCTION

Welcome to the most exciting and intense Basketball game available today. Featuring the round mound of rebound, Sir Charles Barkley. From the humble beginnings of Dr. James Naismith placing a basket on a gym wall over 100 years ago, basketball has developed into the slam dunk, 3 point, high above the rim sport that's played on the streets and in the arena today.

Shut Up and Jam! combines top notch graphic action with a smooth interface and plenty of options. Forget all that sissy foul calling stuff. This is the streets. The competition is tough. The great D of Stonewall, the power moves of Chilly, and the 3 point range of Sweet Pea will all challenge you. Do you have what it takes to face Sir Charles?

Shut Up and Jam! is the ultimate round ball challenge between the greatness of Sir Charles and the greatest from the streets. Real men don't cry foul. Can you pound the round mound?

Shut Up and Jam!
Design Session

"So this is what you people do? What's the world coming to?" Thus, amid much laughter, did Charles Barkley start his visit to Accolade. When the day was done, Barkley's style and personality were part of the product and the design team was happy to have met such an individual who cuts through the "image is everything" athletic Public Relations bull.

But we are getting ahead of ourselves. The morning began with an overview of competing products. While Barkley is not a big video game player, he already knew what he wanted. "I think it would be great to be different," said Barkley. "You don't want the same old boring thing." The basic premise put forward by the design team was a two-on-two game, and within a tournament, a number of games played around the country in different locations.

The games would be played in the streets and it was this point that Barkley emphasized. "We used to play all day," he said. "It's tremendous basketball, because you have to compete at such a high level. (With ten guys waiting on the side) you knew if you lost you wouldn't get to play for a long time."

"Basketball has gotten away from its roots," Barkley explained. "I love the street game. When you go to the neighborhoods there are legends – people just known by their nicknames."

Teamwork was another item Barkley mentioned. "It's important to work as a team. You have to have teammates help each other. The (street) game is more passionate. This game will be based off of my personality. I play physical. I play aggressive. I play hard. I want the players to work together. I want the game to be fun."

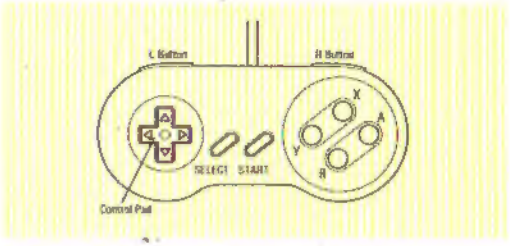
Each of these suggestions, along with basic Barkley moves such as the thunder dunk have been incorporated into this game. Interestingly, Barkley had no burning desire to beat other celebrity endorsed products. "I just want to put out a good game."

There's only one Charles Barkley and there's only one *Charles Barkley: Shut Up and Jam!* So stop reading this manual. Go Shut Up and Jam!

QUICK START

1. Make sure the power switch on your Super Nintendo Entertainment System is off.
2. Insert the *Shut Up and Jam!* Game Pak into your system by following the instructions in your system manual.
3. Plug a controller into port 1. For two players, plug a second controller into port 2. For three or four players, refer to instructions included with your multiplayer control adapter.
4. Turn the power switch on. If nothing appears on screen, re-check your Game Pak to make sure it is inserted properly.
5. Press any button at the Title Screen to go to the Main Menu.
6. Press **START** to go to the Player Selection Screen.
7. Press the **Control Pad** ◄, ►, ▲ or ▼ to highlight a team captain, then press the **Y**, **B**, **X** or **A Button** to select. The computer will then select its captain.
8. Press the **Control Pad** ◄, ►, ▲ or ▼ to highlight a teammate, then press the **Y**, **B**, **X** or **A Button** to select a teammate. The computer will select its teammate, then the players will appear.
9. Press the **Y**, **B**, **X** or **A Button** to go the City Selection Screen.
10. Press the **Control Pad** ◄ or ► to select a city, then press **START**, and it's showtime!

TAKE CONTROL



Making Menu Selections

Control Pad

- ▲ /▼ Moves a basketball highlight next to a Main Menu selection
- ◄ /► /▲ /▼ Moves a basketball highlight over a player on the Player Selection Screen
- ◄ /► Scrolls through cities on City Selection Screen

Y, B, X or A Button

- Changes option selections
- Selects a player
- Selects a city

START

- Selects a game on the Main Menu

Player Controls During Gameplay

Control Pad

- Moves your player in any direction

START

- Pauses game

Y or B Button

- Offense: Shoots a jump shot, attempts a dunk or jumps up for rebound
- Defense: Attempts block or rebound

X or A Button

- Offense: Passes the ball or requests a pass from a computer teammate
- Defense: Attempt to steal the ball

Y or B + X or A Button Combination

- Defense: To block a dunk or super dunk, press **Y** or **B Button** to jump, then press **X** or **A Button** to block

L or R Button

- Activates power

THE MAIN MENU

The Main Menu is the primary screen for all game decisions. Here you will select the game type and play options. **Before** you select a game type, use the options section of this screen to set up the game the way you want (see **Options**, page 8).

Game Types

- **New Game:** Make or take the challenge and play a single game against a friend or the computer. You pick the players and location of the battle.
- **New Series:** One game doesn't always determine the better player or team. Play a grueling series of **5** or **7** games against a friend or the computer.

Game Types (continued)

- **New Tournament:** Select the city of your choice and guide its team of players in competition. You'll need to beat each of the other six teams to advance to the championship in Phoenix. It's your team versus the computer.

> **Note:** In Tournament mode each team has two players dedicated to it. When you select your city, you will play with the team assigned to that court. Player 1 is always the captain. (If Cooperate is selected under Single Game options, Player 1 is the captain and Player 2 controls his teammate.) You may select any city except Phoenix which is where the final game of the Tournament is held.

- **Load Game:** The game has a password function that allows the continuation of a Tournament or Series (see Password, pg. 18).

Options

Press the **Y**, **B**, **X** or **A Button** to toggle between the different options.

- **Number of Players:** *Shut Up and Jam!* can be played by 1 to 4 players. To select the 3rd and and 4th player (Single Game and Series modes only), you must use a multi-player control adapter. (*Shut Up and Jam!* supports Hudson Soft's Super Multitap.)

- **Music:** Toggle background music **on** or **off**.

Single Game Options

- **Choosing Up Sides (2 player mode only):** Just like the playground, you get to choose up sides. Select **Compete** to play a friend's team head-to-head, or **Cooperate** to play as a team against the computer.
- **Quarter Length:** Select **1**, **3** or **5** minute quarters.
- **Scoring Method:** Scoring for single games can be set in the following ways:

  Play to 21 Points

  Play to 50 Points

  Timed Play (**1**, **3** or **5** minute quarters)

> **Note:** Series and Tournament modes only use timed play.

Series Options

- **Series Length (New Series mode):** Play a series of games against the computer or an opponent. Select **Best of 5 Series** or **Best of 7 Series**.

Player Selection

When **New Game** or **New Series** has been selected, you must select your players. The Player Selection Screen displays 16 players; each player has his own personality and special moves (see **Player Profiles**, pg. 19 - 24). As you cycle through the players, the top of the screen displays his name, home city and skill ratings in the following categories:

- **Two Pt:** Ability to hit the 2 point jumper
- **Three Pt:** Ability to hit the 3 point field goal
- **Dunk:** Ability to successfully complete a slam dunk
- **Rebound:** Rebounding ability under the boards
- **Steal:** Ability to steal the ball from opponents
- **Speed:** Overall quickness

To make your player selection:

1. Press the **Control Pad** ▲, ▼, ◀, or ▶ to move the basketball over the player you want as your captain and press the **Y**, **B**, **X**, or **A Button** to select (the computer, or Player 2, then selects a captain).
2. Repeat Step 1 to select a teammate. The computer (or Players, 2, 3 and 4) then selects a teammate. The Player Match-up Screen will appear displaying the selected players' pictures, names and home cities.
3. Press the **Y**, **B**, **X**, or **A Button** to go to the City Selection Screen (New Game mode) or begin playing (New Series mode).

Note: When you use the multi-player control adapter: Player 3 selects, and plays as Player 1's teammate, and Player 4 selects, and plays as Player 2's teammate. In 3-Player Mode, the computer will select the teammate for Team 2.

The Cities

After you select your players for a New Game, or select New Tournament from the Main Menu, you must select the city in which you'll play.

The City Select Screen has 8 locations. Press the **Control Pad** ◀ or ▶ to scroll through the cities. When the city you want is highlighted, press **START** to begin the game (New Game mode). In Tournament mode, you will view your team players and their skill ratings when you press **START**. Press **START** again to go to the Pre-game Screen which displays the team match-up and tournament round. Press **START** to begin the game.

Each of the 8 cities has its own style of court.

- **Phoenix:** Indoor arena
- **Watts:** Schoolyard
- **Seattle:** Rooftop
- **Miami:** Beach
- **Houston:** Warehouse
- **Brooklyn:** Ghetto
- **Oakland:** Junkyard
- **Chicago:** L-Train

ON THE COURT

Running the Floor

Press the **Control Pad** in the direction you wish the player to move. The dribble is automatic and will continue even if you are standing in one place.

Shooting

There are a number of shots available depending on the movement and/or location of the player.

Super dunk shots are taken in and around the paint. Press and hold the **L** or **R Button** to activate power, then press the **Y** or **B Button** to activate a super dunk.

A hook shot is taken while running perpendicular (up, down) to the basket and pressing the **Y** or **B Button**.

Press the **Y** or **B Button** while running toward the basket for a layup, or press the **Y** or **B Button** without power activated for a dunk under or near the basket.

A regular jump shot will be taken on anything else. Press and hold the **Y** or **B Button** to start the jump. Release at the top of the jump to shoot the ball. If power is activated, accuracy in completing the shot is increased.

Passing

Press the **X** or **A Button** to throw a high pass, a behind the back pass, or a long pass. If your computer teammate has the ball, press the **X** or **A Button** and he will pass it to you.

Be careful with your passes, they may be intercepted by your opponent if he is between you and your teammate.

Defense

While on defense, the **X** or **A Button** is used to attempt a steal. The ability to steal varies with each player's skill rating.

To defend the super dunk, press the **Y** or **B Button** to jump up (when your opponent goes up for a dunk). While in the air, press the **X** or **A Button** to steal the ball and reject the super dunk.

Power

Press and hold the **L** or **R Button** while shooting with the **Y** or **B Button** to increase the shot odds or cause a super dunk in or near the paint. Super dunks (such as flying slams, reverse slams, hanging jams, 360 slams, and super slam dunks) are powerful special scoring moves. Each character has a unique variety of super dunks.

In addition, the player gains speed when the **L** or **R Button** is activated. So when you want to blow by your opponent on the baseline for a satisfying dunk, kick it up a gear. Each character gets 6 power bursts at the beginning of each quarter. You earn more power by making a steal or hitting three point shots successfully.

Goal Tending

Shut Up and Jam! is an aggressive, all out scoring battle played mostly on the honor system. To keep gameplay fair, goal tending will be called when a defensive player blocks a shot that is above the rim and moving downward. If a team is called for goal tending, the offense's shot will be tallied in the score and the goal-tending team will inbound the ball.

STATISTICS

At the end of each half and end of each game, a Statistics Screen will appear to show how well each of the four players has played. These statistics are:

- **Points:** Total number of points that the player has scored.
- **2 Pts:** Number of successful two point shots made, and the number of two point shots attempted. A 5-6 would indicate 5 successful two point shots in 6 attempts.
- **3 Pts:** Number of successful three point field goals made, and the number of three point field goals attempted. A 1-3 would indicate 1 successful three point field goal in 3 attempts.
- **Dunks:** Number of successful dunks made, and the number of dunks attempted. A 7-7 would indicate 7 successful dunks in 7 attempts.

- **Steals:** Number of steals
- **Blocks:** Number of rejections.
- **Rebounds:** Total number of rebounds under both the offensive and defensive boards.

PAUSE OPTIONS

At any point during a game, you can press **START** to pause the game. The screen will display three options:

- **Resume:** Let's you resume the game.
- **Quit:** You can quit the game and return to the Title Screen.
- **Music On/Off**: Toggle the music on or off.

Press the **Control Pad** ▲ or ▼ to highlight an option then press **START** to select.

PASSWORD

The Password feature will save an unlimited amount of passwords. After each Series or Tournament game, a password will be displayed on the Series or Tournament Status Screen. Write it down and use it to access a saved series or tournament

To enter a password:

1 Select **Load Game** from the Main Menu. The Password Screen will appear.

2 Press the **Control Pad** ▲ or ▼ to scroll through letters and numbers.

3 When the letter or number you want is displayed, press the **Control Pad** ► to advance to the next space. Press the **Control Pad** ◄ to back up and fix mistakes.

4 Repeat the process until the complete password is displayed Press **START** to continue the saved Series or Tournament.

PLAYER PROFILES

Sir Charles Barkley

It's been a long, bumpy road to NBA superstardom for Charles Barkley; suffering through eight unfulfilling seasons with the Philadelphia 76ers.

But a change of scenery – a trade to the Phoenix Suns in 1992 – and a spot on the NBA Dream Team at the '92 Olympics unleashed this 6'4" "monster in the middle". His performance in Barcelona made him an international mega-star.

With a strong supporting cast in Phoenix, Barkley became the most dominating force in the NBA in 1992-93, leading the Suns to the NBA Finals and earning the league's MVP award for the first time. His intimidating, relentless style of play, along with his upfront personality and contagious smile, have made him a fan-favorite league-wide.

Born February 20, 1963, in Leeds, Alabama, Barkley starred at Auburn University and was named MVP of the Southeastern Conference in 1983-84. Entering the NBA draft after his junior season, he was taken fifth overall by the 76ers in 1984.

Barkley still has unfinished business in the NBA – to earn the championship ring that he so covets. Given the way he has taken over the NBA, however, it may be time to start sizing up his ring finger.

In the arenas of the NBA, or on the streets in *Shut Up and Jam!*, Sir Charles is the ultimate menace!

Stonewall

This guy's a monster on the boards and has a sharp eye around the paint. Big on intimidation, low on finesse. Warning: stay away or he just might mistake your head for the ball.

Spike

Double threat here. Try to take him face up at half-court and he'll blow by you. Give him too much cushion and he'll stop and pop from three-point land. Yeah, he's awesome outside, but word is he dunks like your momma. You're gonna need an inside guy like D-Train if you want to get there.

Wildman

Don't say anything about how fast he is. Don't talk about him nailing jumpers from 15 feet. Don't cry about his weak rebounding, just shut up and watch him jam. That's what he's here for. That's what he does.

T-Bone

This guy will embarrass you from the baseline. He'll smoke you from the three-point line. He'll stuff you, snuff you, pick you clean and you won't know what hit you. Guys who play with him say he might be the best there is. Guys who play against him say he definitely is. Pick him, or pay.

Sweet Pea

If you want to play long ball, this is your man. He can knock down threes in his sleep and he's not afraid to go through people for the gorilla slam. He's sly on "D" but his rebounding needs work. Stack your team with Funky D if you want to put on a three-point air show.

Newts

The scouts don't know whether to pick him or call the cops. Newts is pure destruction down low, but he's not much of a threat for a clutch three pointer. Match Newts with Stonewall for a painful duo.

BARKLEY SHUT UP AND JAM!

D-Train

Nothing wimpy about D. This dude will swat it if you pull up in the lane and he'll rip your head off if you get in front of him for a rebound. Mix his speed and his defensive ability and maybe a guy who can shoot the three, and you've got a blacktop team to watch out for.

Chilly

Two words: Rebound Specialist. Outside of Barkley, no one gets near him when it comes to bringing down boards. He's got good speed, he can shoot twos, he can jam. A good match with anyone who can hit the long ball. Did we mention that this dude can rebound?

Sarge

Nothing flashy, just solid as asphalt. Don't count on him for any 360, full hang-time jams, but he hustles up court and back, pulls down boards with authority and gets pure net on a lot of three pointers. Take Sweet Pea if you want a team that can tear it up and slam it home.

Fly By

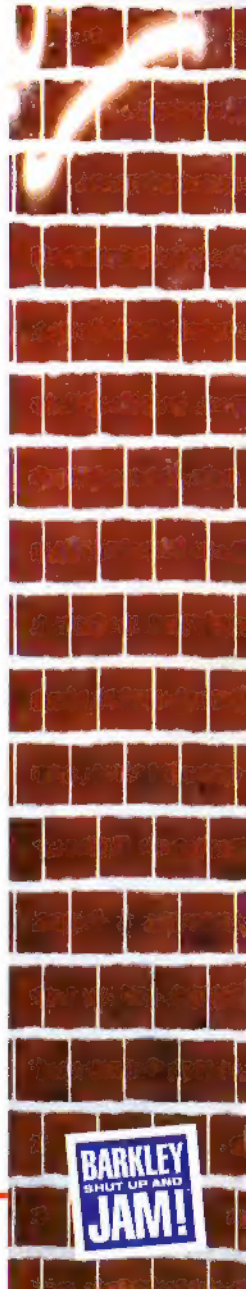
Outside, this guy's nothing. You can let him hack all day from 25 feet and he might make one. But DO NOT get lazy on him. Scouting says this guy is so fast taking it to the hole for a slam, he shreds asphalt. He's pretty weak bringing down boards, so grab a guy like Chilly to help out.

Funky-D

At the three point arc, this cat LIGHTS IT UP. Sure, he can't dunk for diddly, chokes on the occasional 15 footer, and gets bounced around inside like a rag doll. But if it's bombs you want, it's bombs you'll get with the Funkster. Just be sure you've got a bruiser down low to cover the boards when he decides to miss.

Smoothy

No denying, this man's quick. Aside from minor wussing on rebounding, there's nothing his speed won't make up for. He can nail 'em from three, not bad on "D" and he just about gets his chin inside the rim when he's doing the monster-jam thing. Hook him up with Newts for 2-on-2 domination.



BARKLEY SHUT UP AND JAM!

Gunner

Street ball is about respect and this guy gets none. Why? HE CAN'T JAM. But who cares when you've got a guy who can hit from anywhere, move the ball up and down the court and rebound like a mad-man? Besides, if you draft a big man like T-Bone, you'll get enough jamming for the both of them.

Xaos

Forget the name, this guy is worth a look. He's a pretty good shooter from inside 25 feet, but that doesn't pay the rent. This kid is money for his rocket powered shoes and his nuclear ham. Get him some help on "D" or you will, repeat WILL, be embarrassed.

Dane

Scouts around the blacktop tell us this guy's got no major weaknesses. He's got speed to burn, pours in threes from both sides and he can strip you clean without even asking your name. Step it up or get trampled by him and Sir Charles in the arena.

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3 If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective Pak (be sure your packaging is at least 4" x 6" as many shipping companies will not ship anything smaller), and return your Pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Accolade
Customer Service
5300 Stevens Creek Blvd. #500
San Jose, CA 95129

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